



ADRIAN TOSELLO


Game Developer

 adriantosello@gmail.com

 www.adriantosello.com

 [@AdrianGenerator](https://twitter.com/AdrianGenerator)

 [in/adriantosello/](https://in.linkedin.com/in/adriantosello/)

 Canberra, ACT, Australia

About

Adrian is a generalist programmer developing games for PC, mobile and console platforms. He has additional experience in game design and the development of interactive music systems, and aims to make creative, high quality games with lovely teams of passionate people. In his spare time, he enjoys swing dancing, bouldering and eating copious amounts of pizza.

PROFICIENCIES

Unity3D (C#)

Unity Editor Tooling

Git

Music

Audio

Blender

PROFESSIONAL EXPERIENCE

- Jun 2020 - Jan 2024
Funselektor | Vancouver, Canada (Remote)
Game Developer
- Jan 2020 - Jun 2020
Robot Circus | Melbourne, Australia
Gameplay Programmer
- Jun 2019 - Dec 2019
Revolutionary Concepts | Melbourne, Australia (Remote)
Gameplay Programmer
- Jan 2018 - Jan 2020
Moth Likely | Melbourne, Australia (Remote)
Co-Director

KEY SKILLSETS

- Gameplay and Systems
 - Building robust cross-project systems designed for ease of use (State management, UI, Audio management, Debug tools).
 - Implementing character controllers, locomotion and physics behaviours.
 - Implementation of clear gameplay and state relationships for reliable code and player experience.
- UX
 - Implementing and designing FTUX systems for player onboarding.
 - Implementing and designing gameplay with player experience front of mind.
- Unity Editor Tooling
 - Creating editor tools to assist with development, including component management, UI editing, Addressables management.
- Music and Audio
 - Creating and implementing music and sound effects.
 - Design and implementation of generative and interactive music systems.




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EDUCATION

Bachelor of Music
Monash University
2006 - 2016

- First Class Honours
- Received the 2015 Ernst Morawetz Prize for highest academic results in Musicology
- Received the Dean's Award for Academic Excellence on 5 occasions.

Adv. Dip Audio Engineering
Box Hill Institute
2003 - 2005

- Received the 2005 Outstanding Achievement in Audio Engineering Award

NOTABLE PROJECTS

2020 - 2024

Art of Rally (Funselektor)

Development, Level Design

A stylized rally sim from the creator of Absolute Drift.

Primary Tasks:

- Helped bring the game to launch as Funselektor's first full time hire, by implementing improvements to camera following behaviour, level unlocking system, UI, and collectable items system.
- For Switch port, recreated whole game UI from scratch to be dynamic, with three size settings, light and dark mode.
- Helped develop and release 5 DLCs, as well as extensive post-launch bug fixing and player relations.
- Contributed to level design in Indonesia and Australia DLCs, responsible for prop placement to make tracks more readable for players, as well as diorama construction for believable world building.

2022 - 2024

FunCore (Funselektor)

Development

A game agnostic architecture for Funselektor games

Primary Tasks:

- Responsible for converting high-level architecture design outlines into clean, extendable and documented production code. Systems included UI State Machine, Audio Effects Manager, Music Playlist Manager, Dynamic Debug Menu, State Stack Debug GUI and a UI Aesthetic Manager.
- Developed a system for the management of custom UI components, where components implement style settings which are all managed through a central editor GUI.
- Designed and implemented a UI State class that is responsible for instantiation and management of its own UI prefab, enabling the management of UI screens through the existing game state machine.
- Designed and implemented sound effects manager for easy one line sound effect triggering, using an AudioSource pool and providing extensive options for audio context.

2020

Absolute Drift (Funselektor)

Development

The Switch port of the popular zen drifting game

Primary Tasks:

- Implemented additional UI needed for Switch port.
- Gameplay bug fixing relating to physics calculations of car simulation.

2020

Reptilian Rising (Robot Circus - Unreleased)

Development, Audio

3D Turn-Based Tactics with time travelling action figures

Primary Tasks:

- Responsible for implementing unit special attacks into reusable code components, expanding functionality of existing combat code-base based on game designer's specifications.
- Created and implementing sound effects for UI and unit actions.
- Composed and implemented Bossa Nova music for the in-game shop.




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ADDITIONAL SKILLS

University Tutor Monash University

- Worked as a tutor for undergrad music students instructing in music theory

Dance Teacher

Swing Patrol, The Night Owls

- Have run classes in both swing dancing and blues, instructing groups of up to 30 students concurrently
- Responsible for running a private swing dance troupe for 4 years, coordinating sessions, teaching, managing studio bookings and group dynamics

Self-Published Games

- Developed and released two casual mobile titles as well as multiple micro games for PC
- Created multiple interactive music projects

NOTABLE PROJECTS (CONT.)

○ 2019

UFO On Tape: First Contact (Revolutionary Concepts)

Development

Apple Arcade UFO photography game

Primary Tasks:

- Helped bring the game to launch as one of the original titles for Apple Arcade's initial opening.
- Responsible for input implementation, UI implementation and navigation, localization management with I2 plugin.

○ 2018

Oshka (Moth Likely)

Development, Game Design, Audio

A cosy object stacker for iOS devices

Primary Tasks:

- Responsible for project management of game development, overseeing and implementing entirety of code base.
- Co-designed the game's core loop with the aim of creating a fun, one button input object stacker with high replayability.
- Designed and implemented a dynamic music system that increases in intensity to match the game's level of difficulty, as well as composing and recording the associated music.
- Responsible for App Store integration, including IAP and cloud save.

REFERENCES


Dune Casu

Funselektor / CEO

 Dune@Funselektor.com

Jacob Vincent

Funselektor / Technical Producer

 vjake31@gmail.com


Jair McBain

Moth Likely / Co-Director

 Jair.McBain@Gmail.com

Perren Spence-Pearse

Funselektor / Technical Lead

 PerrenSpence@gmail.com